

PlayStation®2



PAL

REIGN OF FIRE

LET THE BATTLE IGNITE



bam!
entertainment

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

SLES-50873

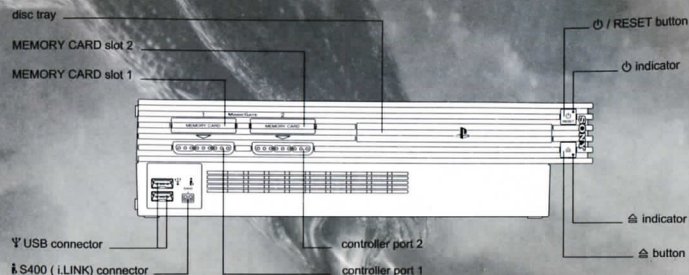
1 Player • Memory Card (8MB) (for PlayStation®2) : 80KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

Reign of Fire © 2002 Copyright B&B Company. All rights reserved. © 2002 Copyright BAM! Entertainment, Inc. BAM! and the BAM! logo are registered trademarks of BAM! Entertainment, Inc. All rights reserved. Used with permission. Spyglass Entertainment Group logo are registered trademarks of Spyglass Entertainment, Group LP. Library programmes © 1997-2002 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by BAM! Entertainment, Ltd. Developed by Kuju Entertainment.

CONTENTS

GETTING STARTED	2
CONTROLS	3
INTRODUCTION	5
LANGUAGES	6
MEMORY CARDS	6
MAIN MENU	6
PLAYING THE GAME:HUMAN MISSIONS.....	8
HEAD UP DISPLAY.....	8
MISSION SUCCESS	9
CONTROLLABLE VEHICLES.....	9
WEAPONRY	10
HUMAN ENEMIES.....	12
PLAYING THE GAME: DRAGON MISSIONS.....	12
DRAGON WEAPONRY	13
HEAD UP DISPLAY.....	14
MISSION SUCCESS	15
CHARACTER PROFILES.....	15
CREDITS	16
TECHNICAL SUPPORT	20

GETTING STARTED:



1. Set up your PlayStation® 2 computer entertainment system according to the instructions in its instruction manual.

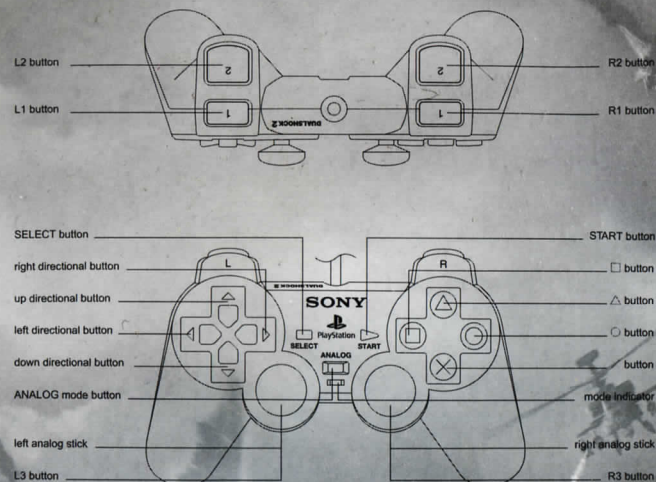
2. Make sure the MAIN POWER switch (located at the rear of the console) is turned OFF. Attach game controllers or other accessories as appropriate BEFORE you switch your console ON. It is advised that you do not insert or remove accessories once the power is turned ON.

3. Now turn the console ON at the MAIN POWER switch and press the /RESET button.

4. When the indicator is green, press the button and the disc tray will open. Place the Reign Of Fire™ disc on the disc tray, label side facing up. Press the button again and the disc tray will close.

5. Follow on-screen instructions and refer to this manual for information on using the software.

Note: Reign of Fire™ does not support the digital controller or the analog controller (DUALSHOCK®).



CONTROLS

HUMAN CONTROLS

SIMPLE

Left Analog Stick

R1 Button

L1 Button

L2 Button

R2 Button

Button

Button

SELECT Button

START Button

Aim

Fire Minigun

Fire Primary Weapon

Fire Secondary Weapon

Flip view

Accelerate

Brake

Change Camera

Pause

ADVANCED

Left Analog Stick
Right Analog Stick
R1 Button
L1 Button
L2 Button
R2 Button
SELECT Button
START Button

Accelerate/Brake/Steer
Move Weapon
Fire Minigun
Fire Primary Weapon
Fire Secondary Weapon
Reverse View
Change Camera
Pause

DRAGON CONTROLS

SIMPLE

Left Analog Stick
⊗ Button
⊗ Button (Double Tap and hold)
Ⓚ Button
R1 Button
L1 Button
L2 Button
R2 Button
L2+R2 Button
○ Button
△ Button
SELECT Button
START Button

Pitch and Roll
Accelerate
Speed Surge
Brake
Fireball
Napalm Breath
Evade Left
Evade Right
180 Degree Turn
Pick Up
Reverse View
Change Camera
Pause

ALTERNATIVE

Left Analog Stick
⊗ Button
Ⓚ Button
○ Button
△ Button
R1 Button
R1 Button (Double Tap and hold)
L1 Button
L2 Button
R2 Button
SELECT Button
START Button
L2 + R2 Button

Pitch and Roll
Fireball
Napalm breath
Pick Up
Reverse View
Accelerate
Speed Surge
Slow
Evade Left
Evade Right
Change Camera
Pause
180 Degree Turn

INTRODUCTION

"Reign of Fire" is based on the scorching blockbuster movie of the same name.

In present day London, twelve-year old Quinn watches as his mother, a construction engineer, inadvertently wakes an enormous fire-breathing beast from its centuries-long slumber. Twenty years later, the world has become scarred and overrun by this massive beast and its many offspring...

The year is now 2024. In just a few decades the human race has found itself on the verge of extinction. Now only a small number of human outposts remain scattered around the globe, and they must defend themselves from constant attacks from Earth's new dominant species: Dragons...

Now Quinn, and a few heavily armed soldiers under the command of the dangerous Denton Van Zan, decide to fight back against the beasts. It's time to fight fire with fire...

LANGUAGES

Press Up or Down to highlight your chosen language. Press the **X** Button to select. Press the **START** Button to access the Main Menu.

MEMORY CARDS

Reign of Fire™ requires a memory card (8MB) (for PlayStation®2) to save your games. 80KB of free space is required to save Reign of Fire™ game data. To use your memory card (8MB) (for PlayStation®2), please insert it into memory card slot 1. This title auto loads data on boot up.

MAIN MENU



From this menu you will be able to choose the following options:

CONTINUE

The **CONTINUE GAME** option will only be enabled if a memory card (8MB) (for PlayStation®2) with a Reign of Fire save game is detected. Once selected, this will load the latest save on the memory card (8MB) (for PlayStation®2) in slot 1. If a memory card (8mb) (for PlayStation®2) is inserted in both memory card slot 1 and memory card slot 2, that each contain a save from Reign of Fire, the memory card (8MB) (for PlayStation®2) in memory card slot 1 will be auto-loaded without the user being able to choose.

NEW GAME

The year is 2024. The Earth is in ruins, devastated by the awakening of dragons from their age-old slumber. The humans are hungry and little in number. The player has the opportunity which side to play – the humans who must fight back against the beasts, or the dragons that want to blast the humans finally out of existence. The dragon missions will only be unlocked once the player has completed a certain amount of the human missions. As a human, you play the role of a resistance fighter in charge of a selection of well-equipped vehicles – jeep, buggy, fire truck and tank. With these pieces of hardware, you must defend your fort from the non-stop dragon attack and then eventually take the battle to where it once all started...London. Led by the gritty Denton Van Zan, you must take any mission orders without question...however dangerous or suicidal they may seem. The safety of the entire human race depends on your success...

As a dragon, you have one thing in mind – to stop the humans from leading any fight back and to protect your kind. Fight land, sea and air enemies, that will try to blow you out of the sky any way they can. The human race must be eradicated once and for all.

OPTIONS



From this sub-menu the player will be able to alter the set-up of the game:

SOUND SETUP:

Increase or decrease the volume of the game SFX or MUSIC.

SCREEN SETUP:

Allows the player to position the screen to suit their television.

CONTROL SETUP:

Allows the **VEHICLE** and **DRAGON** controls to be changed, simplified and inverted to suit the player. Also allows the player to switch **VIBRATION ON** or **OFF** on their analog controller (**DUALSHOCK®2**).

LOAD:

Load a previously saved game from an inserted memory card (8MB) (for PlayStation®2). When loading game data with two memory cards inserted that contain save data, the user is not allowed to choose which one to load from. The game automatically loads the data from memory card slot 1.

SAVE:

Save the current game to the inserted memory card (8MB) (for PlayStation®2).

SELECT LANGUAGE:

Allows the player to reselect which language they would like to play the game in.

FEATURES:

From this sub-menu the player will be able to access various special features. The more medals that the player receives, the more special features will unlock. You can also view the games' credits here.

PLAYING THE GAME: HUMAN MISSIONS

You play as one of the Kentucky Irregulars, a band of US soldiers under the command of the uncompromising Denton Van Zan. You're thrown straight into the action when you see the upcoming fort is under attack from both land and air beasts. Help the humans fast! Put your foot down and get your trigger finger happy! Lock and load – the battle begins now...

OBJECTIVES



The Irregulars communicate with each other via radio. In game mission briefings and messages will come from Van Zan and other members of the squad via a H.U.D. pop-up. Never disobey any orders or you'll find yourself in the firing line just like the many dragons and beasts...

HEAD UP DISPLAY / GAME SCREEN

RADAR DISPLAY

Light Blue Blip
Dark Blue Blip
Red Blip
Green Blip
Yellow Blip
Purple Blip

Important Allies
Friendly Unit
Enemy
Ammo Crate
Next Objective
Water Pipes



As you rotate the camera control, the green cone within the radar will rotate, and this will guide the player to the next objective. Rotate until it is pointing northerly and head in that direction. When it fully opens out you are at the correct waypoint.

AMMUNITION AMOUNT – This displays how much ammunition you have left in each particular Primary and Secondary weapon.

TARGETING CROSSHAIR – This is always locked at the centre of the screen. The sight turns red when you target an enemy and green when you target an ally.

INCOMING MESSAGES – This is the area to watch to find out what your next set of objectives are. Ignore them at your own peril.

CURRENT VEHICLE HEALTH – With all the action going on, your vehicle is going to take some real hits. There isn't any way you are going to get out of this without at least a scratch. Just make sure your health doesn't completely run out.

TEMPERATURE GAUGE – It's going to get hot out there. When the gauge rises into the red, start to worry – your vehicle is going to get even hotter when it gets set on fire. Find a water pipe and shoot away, or drive into water to get your temperature back down.

COMPASS – It's always good to know where North is. Your radar compass allows you to do this.

MISSION SUCCESS SCREEN

At the end of each level you will be taken to the mission success screen. You will see different criteria that you have to fulfil in the previous level to attain a medal. There are four medals to collect. You will be awarded a medal depending on how much of the level completion criteria were completed. The numbers in green indicate success, and the numbers in red indicate failure.



At the end of each successful level you will also be given the opportunity to **SAVE** or **CONTINUE**. Press **SAVE** to save your current mission point to your memory card (8MB) (for PlayStation®2).

CONTROLLABLE VEHICLES



JEEP

Fast and manoeuvrable, armed with a machine gun and missile turret that can aim independently in both axes. A perfect vehicle for getting into combat fast and keeping all the beasts at bay.



TANK

Heavily armoured and with a powerful cannon. Turret can aim independently in both axes. If you need to take out a beast that deserves more than a burst of bullets, then this is your machine. Not the speediest of vehicles, so make sure you've always got a shell in the cannon...



FIRE TRUCK

A 4X4 fire truck: a specialist vehicle armed with an independently aiming water cannon and a machine gun. Able to get to any scene pretty speedily, able to pick up up to six passengers, and of course can put out the most raging of fires.



BUGGY

The lightest of the available land-based vehicles and armed with an independently aiming light machine gun turret. It is ideally suited for stealth and missions requiring speed and agility. Advanced players can utilise hills and bumps in the terrain to execute fast turns mid-air. Also comes with rocket capability.

WEAPONRY



MACHINE GUN TURRET

Primary weapon with fast rotation, rapid rate of fire, but with relatively low damage capability. Infinite ammunition.



TANK CANNON

Primary weapon with slow rotation, rate of fire and reload, but capable of high damage. Infinite ammunition.



GROUND TO AIR ROCKET

Secondary weapon with a medium rate of fire, high damage capability, and finite ammunition. Ammunition can be replenished by driving through one of the pick up icons dotted around the environment.



HEAT SEEKING MISSILE

Secondary weapon that seeks heat (Useful when taking out fire-breathing beasts!), with medium rate of fire, high damage, and finite ammunition. Ammunition can be replenished by driving through one of the pick up icons dotted around the environment.



WATER CANNON

Primary or secondary weapon with fast rotation and continuous rate of fire. Does zero damage as its sole use is to put out fires. Very useful when you are being barraged by flames!



WATER GRENADE

Secondary weapon that fires like a grenade but has the positive effect of exploding water and not shrapnel upon impact. Useful for reaching those fires that are just a bit out of reach.

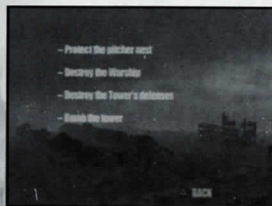
HUMAN ENEMIES

The beasts that you will meet in Reign of Fire will make your life and the humans around you a scorching hell. You will encounter many different types of land and air borne beast – from the young Jakyls that will try and ram your vehicles, to the giant Napalm Breathers that are so huge they will fill your field of vision. When the sky becomes filled with a whole pack of dragons – start to worry. These dragons will use everything in their power to eradicate the human race - and not just their destructive breath or fireballs – look out for them picking up vehicles around you and dropping them right back down on top of you...



PLAYING THE GAME: DRAGON MISSIONS

They're extremely intelligent. Highly evolved. And they don't like sharing the planet. The humans are fighting back against the dragon breed and they must be stopped. Join the battle as the humans make their all out push on London. Be prepared to battle everything the humans have left including Harrier Jump Jets, Frigates, Missile Launchers and Building Fortifications. Your objectives will be constantly updated, but be prepared to cause maximum damage on anything that moves and doesn't move...



DRAGON WEAPONRY / SPECIAL MOVES

FIREBALL

The fireball is a dragons' main attack weapon. A ball of burning matter with a trail of fire and smoke can cause huge amounts damage from a long range. Take out enemies on the ground, in the sea or in the air. The fireball always ends in a small explosion on impact and any combustible objects in the range of this explosion will burn and take damage.



NAPALM BREATH

Napalm breath is a pretty awesome thing to witness, a constant stream of fire emanating from the dragon's mouth and spreading outwards for a short range. When you want to spray fire all over the place, there simply isn't any other option.



PICKING UP OBJECTS

The dragon is able to pick up objects such as vehicles or humans and strategically drop them into the field of play. Objects that can be picked up are hi-lighted in yellow on the ground.



HEAD UP DISPLAY/GAME SCREEN

The radar display of the dragon, like the human H.U.D, contains a large amount of useful information that will help you find your way around the terrain.

RADAR DISPLAY



As you rotate the camera control, the green cone within the radar will rotate, and this will guide the player to the next objective. Rotate until it is pointing northerly and head in that direction, when it fully opens out you are at the correct waypoint.

Orange Bar – This bar shows the gamer how much flame attack you have left. Leave it alone for a few seconds to recharge back to full strength.

Light Blue Bar – This bar shows the gamer how much stamina your dragon has left. Hovering around isn't easy. Release the hover button to recharge your stamina.

Red Blip - These are your human enemies, destroy them all!

Blue Blip – These are your sister dragons. They will help you in your various missions.

TARGETING CROSSHAIR

Use this to aim your weapons of destruction.

HEALTH

The health is the green bar at the bottom of the radar display. This bar will shrink as the player loses health.

MISSION SUCCESS SCREEN



At the end of each level you will be taken to the mission success screen. You will see different criteria that you have to fulfil in the previous level to attain a medal. There are four dragon skull medals to collect. You will be awarded a skull dependent on how much of the level completion criteria was completed. The percentages in green indicate success and the percentages in red indicate failure.

At the end of each successful level you will also be given the opportunity to **SAVE** or **CONTINUE**. Press **SAVE** to save your current mission point to your memory card (8MB) (for PlayStation®2).

CHARACTER PROFILES

VAN ZAN

The leader of the Kentucky Irregulars, a classic Patton-like U.S. military authority figure, hard but fair and able to chew nails for breakfast. Commands total respect from his men.

ALEX

The Irregulars' helicopter pilot, she's been through a lot of action with the men and is as hardened a soldier as them if not more so.

QUINN

The leader of the Northumberland encampment, Quinn's mother was killed in his youth when the two of them came face to face with the Bull. He is against overt heroics and his principle concern is for the well being of the people under his command.

CREDITS

KUJU PRODUCTION TEAM

Executive Producer Mark Washbrook
Project Manager Richard Underhill

KUJU PROGRAMMING TEAM

Lead Programmer Matthew Whitton

Programmers Ben Deane
Graham Parker
Ilan Copelyn
Mark Wesley

Tools Matt Cloy

Engine Programmer Rob Withey

Additional Code Alastair Patrick
Darren Baker
Rhona Robson

KUJU DESIGN TEAM

Lead Designer Alex Cullum

Designers Dan Riley
Bob Jones
Jeremy Dowsett

KUJU ART TEAM

Lead Artist Tancred Dyke-Wells

Animators Ken Doyle
Keiko Lippard

Artists

Jamie Field
Andrés Rovina-Roquero
Matt Parford
Stephen Macfarlane
Jack Griffin
Caroline Green
Saleh Ahmed
Glenn Davidson

Sound Effects

Matt Cloy
Robert Price

Music

James Hannigan

Casting And Voice Production

Philip Morris at AllInTheGame Ltd.

Cast

Corey Johnson
Scott Maslen
Larissa Murray
Jason Isaacs
Eric Meyers

KUJU TEST

Asad Habib
Stephen Stanyon
Victoria Rose
Leo van der Borgh

Special Thanks

Ian Baverstock
Jonathan Newth
Julian Davis
Tracy Gordon
Jon Vernon
Paul Fawley
Cherie Anderson
Siobhan Calfe
Tom Alexander
David Stanley

BAM ENTERTAINMENT EUROPE

Executive Producer Nick Goldsworthy

Director of European Development Joe Booth

Brand Manager Europe Anthony Parkins

Product Manager John Merchant

Director of European PR Dawn Beasley

European PR Manager Cat Channon

Publishing Support Group Manager Erkan Kasap

Associate Producer Nana Penemo

Testing The Test Group UDS
Richard Wilson
Martin Wiggins
Joseph Nelson

Test Supervisor Stuart Bayliss

BAM ENTERTAINMENT NORTH AMERICA

Sr.VP of Worldwide Development Alain Tascan

Sr.VP of Worldwide Marketing Jill Braff

Product Manager Jack Symon

PR Manager Mika Kelly

PR Director Susan Kramer

Publishing Support Group Manager Robert Daly

Special UK BAM Thanks :

Anthony Williams, Alasdair Gemmell, Annie Sullivan, Barry Simpson, Clyde Dickson, David Brassington, Karen Daniels, Katja Behrens, Kevin Hutchinson, Lia Tsele, Lynne Collett, Marcus Fielding, Paul Blakeway.

SPYGLASS ENTERTAINMENT

Rob Bowman, Gary Barber, Roger Birnbaum, Jonathan Glickman, Derek Evans, Drew Larner, Paul Neinstein, Rebekah Rudd and Alex Van Praag.

BAM WARRANTY

Bam! Entertainment, Ltd. warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bam! Entertainment, Ltd. will repair or replace the product at its option, free of charge. This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering or by causes unrelated to the defective materials or workmanship. To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address on the next page.

TECHNICAL SUPPORT

If you have any problems at all with this game please do not hesitate to contact us.

Email: uksupport@bam4fun.com

Telephone: 01225 326 420

BAM! Entertainment, Ltd.

3rd Floor

Upper Borough Court

Upper Borough Walls

BATH

BA1 1RG




www.bam4fun.com

Reign of Fire © 2002 Copyright B&B Company. All rights reserved.
© 2002 Copyright BAM! Entertainment, Inc. BAM! and the BAM! logo are registered trademarks of BAM! Entertainment, Inc. All rights reserved. Used with permission. Spyglass Entertainment Group, LP and the Spyglass Entertainment Group logo are registered trademarks of Spyglass Entertainment, Group LP.

Customer Services Numbers

• Australia	1300 365 911
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.	
• Österreich	0820 500 535
0,145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.	
• Belgique/België/Belgien	011 516 406
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.	
• Danmark	33 26 68 00
Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardware-support til PlayStation-produkter.	
• Suomi	0600-411911
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.	
• France	0820 31 32 33
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.	
• Deutschland	01805 766 977
0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.	
• Ελλάδα	(00 301) 677 7701
Εθνική Χρέωση. Παρακαλείσθε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.	
• Ireland	0818 365065
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.	
• Israel	09 971170
Please call these Customer Service Numbers only for hardware support of PlayStation products.	
• Italia	848 82 83 84
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.	
• Malta	21 344700
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.	
• Nederland	0495 574 817
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.	
• New Zealand	09 415 2447
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.	
• Norge	820 75 050
Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.	
• Portugal	707 23 23 10
Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.	
• España	902 102 102
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.	
• Sverige	08 587 822 40
Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundeservicenummer för maskinvarusupport av PlayStation-produkter.	
• Suisse/Schweiz/Svizzera	0848 84 00 85
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.	
• UK	08705 99 88 77
National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.	

SLES-50873

 "PlayStation",     and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.
5060031061673